

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP (PlayStation®Portable) entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.

• This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.

• Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.

• Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.

• Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.

• If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.

• Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

• Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.

• Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.

• Do not block the opening with paper or tape. Also, do not write on the disc.

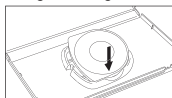
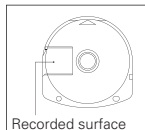
• If the opening area does get dirty, wipe gently with a soft cloth.

• To clean the disc, wipe the exterior surface gently with a soft cloth.

• Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.

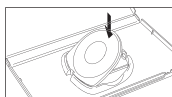
• Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.

• SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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ULUS 10132

SUPER MONKEY BALL ADVENTURE

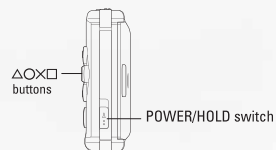
Thank you for purchasing *Super Monkey Ball Adventure™*. Please note that this software is designed only for use with the PSP® system. Be sure to read this instruction manual thoroughly before you start the game.

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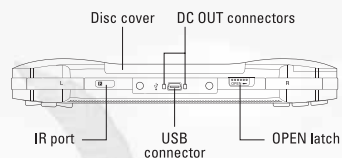
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Super Monkey Ball Adventure™* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **?** button of the **PSP™** to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save System Data and progress, insert a Memory Stick Duo into the memory stick slot of your **PSP**. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games. *Super Monkey Ball Adventure™* requires up to 768KB free space to save Game Data and System Data.

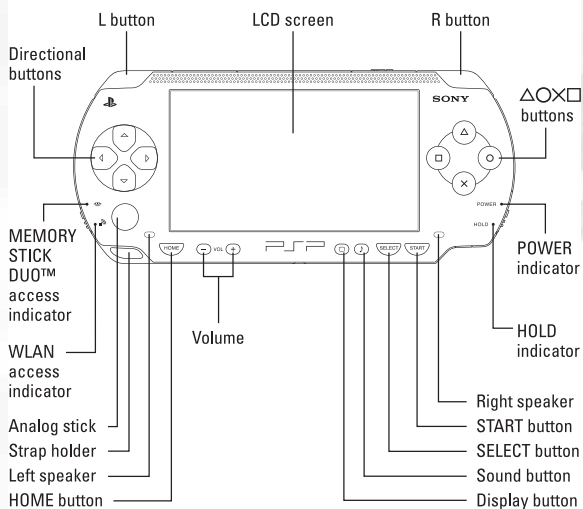
Note that *Super Monkey Ball Adventure™* utilizes an Autosave system, so inserting a different Memory Stick Duo™ after the game has started may result in it being overwritten. Follow the on-screen prompts to save your Game Data.

When Game Data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Do not switch the power OFF or remove Memory Stick Duo™ while Game Data is being saved or loaded.

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STARTING UP

PSP™ (PlayStation®Portable) system configuration



During the title screen, press the START button to display the mode select screen. Select from the following four options.

Story Mode (see page 6)
Party Games (see page 10)
Challenge Mode (see page 22)
Options (see page 23)

MENU CONTROLS

← / → OR Analog Stick : Choose menu items, change settings.

○: Select.

⊙: Cancel / go back.

Highlight the option you wish to change and use left and right to change the setting. Press ○ to proceed.

BASIC GAME CONTROLS

With the exception of certain party games, use the Analog Stick to move the monkey in a ball. Press the START button during Gameplay to pause the game and display the pause menu.

3

STARTING UP

PAUSE MENU:

At any time during the game you can press the START button and access the Pause Menu. The available items in the menu will change according to the game mode and situation you are in. Please refer to the Pause Menu section of each particular game mode for specifics. From the Pause Menu you can select the Options Menu that has the following options:

Sound: Here you can change the output type and adjust the music and effects levels.

Camera: Here you can choose whether the camera tilts (on) or remains horizontal (off).

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

CONNECT TO PLAYSTATION®2 VIA USB

If you own both the PSP® system and PlayStation®2 computer entertainment system versions of the game, you can transfer a saved game across to the PlayStation®2 to play on the big screen or vice versa.

To use this option first ensure you have a Memory Card (8MB)(for PlayStation®2) inserted in the PlayStation®2, and a Memory Stick Duo™ inserted in the PSP® system.

Connect your PSP® system to your PlayStation®2 with a USB cable. Select Game Data on from the Options Menu on the PSP® system and select Send Game Data (to send Game Data to the PlayStation®2) or Receive Game Data (to save Game Data to the PSP® system). Then select which save file you wish to send on the PlayStation®2 or PSP® system. The game will then transfer the Game Data from one console to the other. Once the Game Data has been transferred, please select a save file to which the Game Data should be saved.

Please note that the only data saved will be the individual save Game Data. All items unlocked in both of the systems will be merged.

STORY MODE

Guide AiAi, MeeMee, GonGon and Baby on an epic quest across the five kingdoms of Monearth! Strange forces are afflicting each of the lands and you must discover what is at the heart of each unique problem. By spreading joy, defeating the Naysayers, and uniting the feuding kingdoms, you can allow true love to flourish and help the greatest wedding ever seen take place!

Each of the five kingdoms is split into two realms respectively known as the 'Adventure Realm' and the 'Puzzle Realm'. In the Adventure Realm, you must solve tasks and unique challenges set by the characters of the Kingdom to increase the joy in the land. The Puzzle Realm can only be accessed through the Puzzle Gates located in the kingdoms of the Adventure Realm. Completing the Puzzle Gate Challenges unlocks doors that lead to other areas in each kingdom.

CONTROLS:

Analog Stick: Movement.

directional buttons / **L** **R**: Camera Control.

⊗: Context Sensitive, activates Chant Mode.

When in Chant Mode, pressing **⊗** again will redial the previously called chant.

⊙: Talk to characters.

⊙: Brings up your Banana Counter and Joy Meter.

⊙: Returns the monkey ball out of any Chant Mode and returns from the Puzzle Realm.

START button: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

World: Here you can check your progress and view the area map.

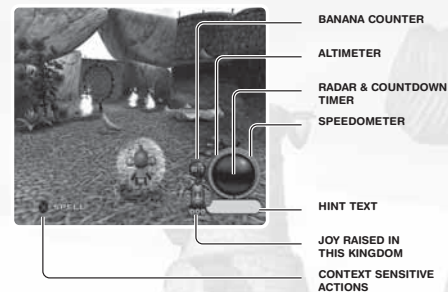
View Chants: This shows a list of all the ball abilities the user knows. It will be gray and unselectable if the user has not learned any chants.

Options: Change the game options here.

Load / Save Game: This allows the user to load a previously saved game or save their current progress.

Quit Game: Exit to the Main Menu.

HEADS UP DISPLAY (HUD)



Bananas can be collected in the world and can be given as a donation or swapped with the shop keeper found throughout the worlds.

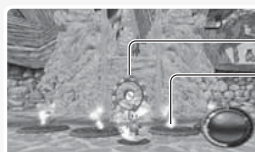
Cards of all the monkeys have been scattered around the kingdoms. Only certain characters will be able to find them. You never know, you may be able to challenge someone with them if you find them all.



Joy is gathered by helping the inhabitants of each kingdom. If you get stuck in a task, use the radar and hint text to help you overcome whatever problems are in your way.

PUZZLE GATE

A puzzle gate is a mystical device invented to allow entry to only those with steady nerves. There are a number of fiendish puzzles to choose from. Complete most of them and the gate unlocks. Enter all of them if you want to collect every banana that's available to you.



PUZZLE GATE

PUZZLE PADS

To select a puzzle, roll your chosen monkey onto the pad and press to be whisked away to the Puzzle Realm. Those puzzles still to be completed will have a bright flame alight in their center. The door will have glowing jewels on it, indicating how many puzzles still need to be completed for the gate to open.

BALL ABILITIES

The Super Monkey Ball is a magic device that can change its properties to suit its user's needs and to help them accomplish tasks. If a monkey combines the correct incantations into a chant, the ball is temporarily given a new ability. To recite a chant you must stand perfectly still and press . At this point four magical monkey words appear.

You select the desired word by moving the Analog Stick or relevant directional buttons in the direction it appears on screen.

: Redials the last chant used.

: Exits the chant mode.

SELECTED
MAGIC WORDSINDIVIDUAL
MAGIC WORDS

If a correct chant is made, the letters will blink to show it has been successful. Once in a ball ability you can press to return the ball to its original properties. This same system can be used to travel between worlds. Once you have learned a chant it is available to be used anywhere at any time, you are not restricted to only using chants in the kingdom where they were learned.

If you press the START button to pause the game you can look at a list of all chants in the Pause Menu that are available for you to use.

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CHARACTERS



< AiAi

AiAi is the hero of the game, and keeps the Super Monkey Ball team together. He is courageous and daring and the brains of the operation.

GonGon >

GonGon's strength complements AiAi's brains. He is the brawn behind the Super Monkey Ball team and will always help out a friend in need.



< Baby

The super intelligent time travelling baby from the future is wise well beyond his years. He rarely cries but when he does MeeMee can always quiet him down.

MeeMee >

MeeMee is AiAi's childhood sweetheart. She tackles all problems in a kind and sensitive way but is never one to shy away from a challenge.



ENEMIES

Naysayers represent all the misery that plagues each of the monkey kingdoms. While they cannot hurt people they are a huge annoyance. Each Naysayer must be beaten in different ways that the player needs to discover.



Spinning Naysayer

Vulnerable when dizzy.

Wind Naysayer

Sometimes eats more than it can swallow.



Fire Naysayer

Its own worst enemy.



Boxing Naysayer

Wait until it drops its guard.



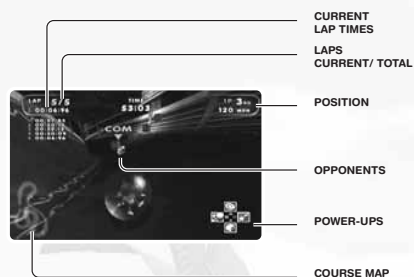
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PARTY GAMES

Various Party Game Modes, Levels and Characters can be unlocked by purchasing them with bananas from Paipai who appears throughout the Adventure Realm.

MONKEY RACE 1-4 PLAYERS

A high speed race where the only rule is to win at all costs! Use the power-ups scattered across the track to boost your speed or hamper your opponent.



GAME MODES:

Single Race: Race around a single track to win this event.

Grand Prix: Beat your opponents over a number of events to end up at the top of the leader board.

GAME SETUP:

You can choose from the following settings:

Number of laps: This is the number of times you have to go round the track before you finish (only applicable in Single Race).

Computer players: This toggles computer opponents on and off.

Handicap: This makes it easier to catch up when you are behind, and more difficult to stay in front when you are leading.

Items: This toggles items on and off.

PARTY GAMES

POWER-UPS:

-  **Banana Peel:** Drop a banana peel on the ground and other players rolling over it will slip.
-  **Bounce:** This causes you to bounce, sending out shockwaves knocking your opponents away from you wherever you land.
-  **Bowling Bomber:** Roll a bomb that will explode on contact with an opponent.
-  **Boxing Ball:** This will automatically punch all opponents that come near.
-  **Egg Ball:** Turn your opponent's ball into an unwieldy egg-shape.
-  **Hunter Missiles:** Fire missiles at all opponents in front of you. When being tracked by a Hunter Missile the screen will display "Incoming Missile".
-  **Ice Cube:** Turns an opponent's ball in to ice making it very hard to control.
-  **Polygon Ball:** Your opponent's ball becomes polygonal for a limited time.
-  **Protection:** This will protect you from most attacks including Hunter Missiles.
-  **Speed Star:** Increase your speed for a limited time.
-  **Tether Ball:** This will slingshot you past a nearby opponent within range.

CONTROLS:

Analog Stick: Moves the monkey around the track.

○, ×, △ and □: Use power-ups.

START button: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

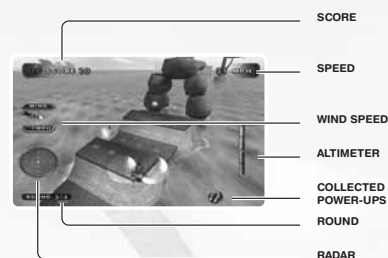
Options: Change the game options here.

Quit Game: Exit to the Main Menu.

PARTY GAMES

MONKEY TARGET 1-4 PLAYERS

A great challenge to your monkey flight skills! Guide your monkey to islands with varying targets. Hit the high score targets but be careful not to risk everything just for a maximum score. Sometimes caution can bring rewards.



GAME SETUP:

You can choose the following settings:

Number of rounds: Determines the number of rounds to be played.
Items: When this is OFF, items (other than bananas) will not appear.

POWER-UPS:

-  **Magnet Ball:** You will stick to the exact spot you land on.
-  **Brake Ball:** Slows you down quicker upon landing, with less roll.
-  **Lucky Star:** Multiplies the points scored.



PARTY GAMES

CONTROLS:

Pushing forward on the Analog Stick will make the monkey dive, pulling backward will make the monkey climb, pushing left or right will bank the monkey accordingly. Roll down the ramp, then press  to open the wings of the monkey ball after passing through the wing ring. Press  again while in flight to close the ball and land.

: Press and hold to view directly down.

START button: Pauses the game and goes to the pause menu.

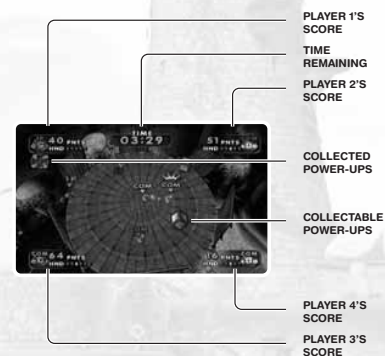
From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

MONKEY FIGHT 1-4 PLAYERS

A frantic monkey fight! Use boxing gloves to batter your opponent around the ring and knock them into the abyss! In the event of a tie it's sudden death, with the last monkey standing being declared the winner.



GAME MODES:

Normal Mode: Punch your opponents out of the ring to score the most amount of points.

Survival Mode: Be the last monkey in the ring by punching out your opponents while avoiding areas of the ring that are falling away.

GAME SETUP:

You can choose the following settings:

Number of rounds: The amount of rounds you play.

Player 3 - 4 handicap: This applies a handicap to the player.

PARTY GAMES

POWER-UPS:

-  **Iron Punch:** Your punch becomes harder, increasing your punching power.
-  **Long Punch:** The reach of your punch extends allowing you to punch opponents farther away.
-  **Spinning Punch:** Hold down  to spin around punching all opponents within your spinning area.
-  **Rapid Punch:** Hold down  to machine gun punch your opponents.

CONTROLS:

Analog Stick: Moves the player around the level.
: Press to punch.
: Press and hold to charge up and release for a more powerful punch.
 START button: Pauses the game and goes to the pause menu.

From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

MONKEY CANNON 1-4 PLAYERS

A brand new Super Monkey Ball challenge! Fire monkey balls at an opposing castle in order to steal bricks from them.

Power-ups can give you improved attacks or a more secure defense.

GAME MODES:

Top Gun: The winner is the person who collects the most bricks before their castle is destroyed.

Last Man Standing: This consists of two phases; Fight and Fortify. Knocking off opponents' bricks allows you to use them to build up your own during the Fortify phase. The last person to have their castle destroyed is the winner.

GAME SETUP:

You can choose the following settings:

Number of Rounds: The amount of rounds you will play.

Castle Type: Choose the type of castle you will use.

PARTY GAMES

POWER-UPS:

Power-ups are only available in the Last Man Standing Mode.

Offensive Power-Ups:

These are gained by hitting the floating balloons with your monkey ball.

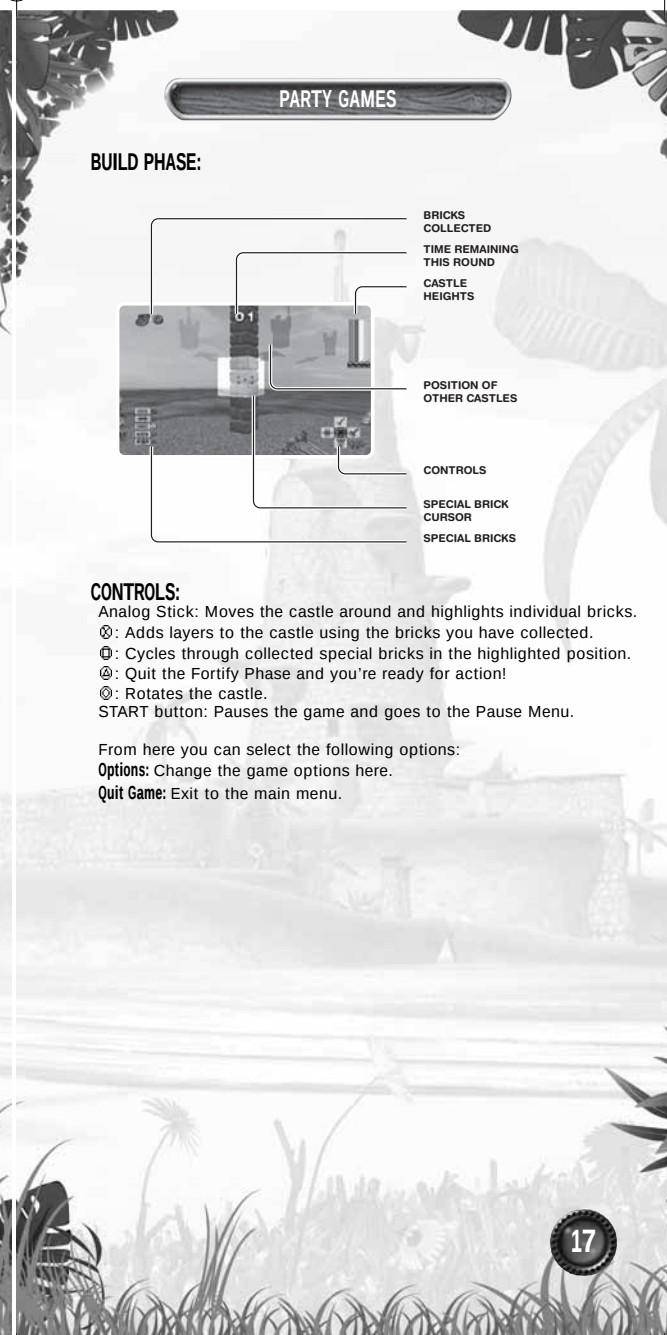
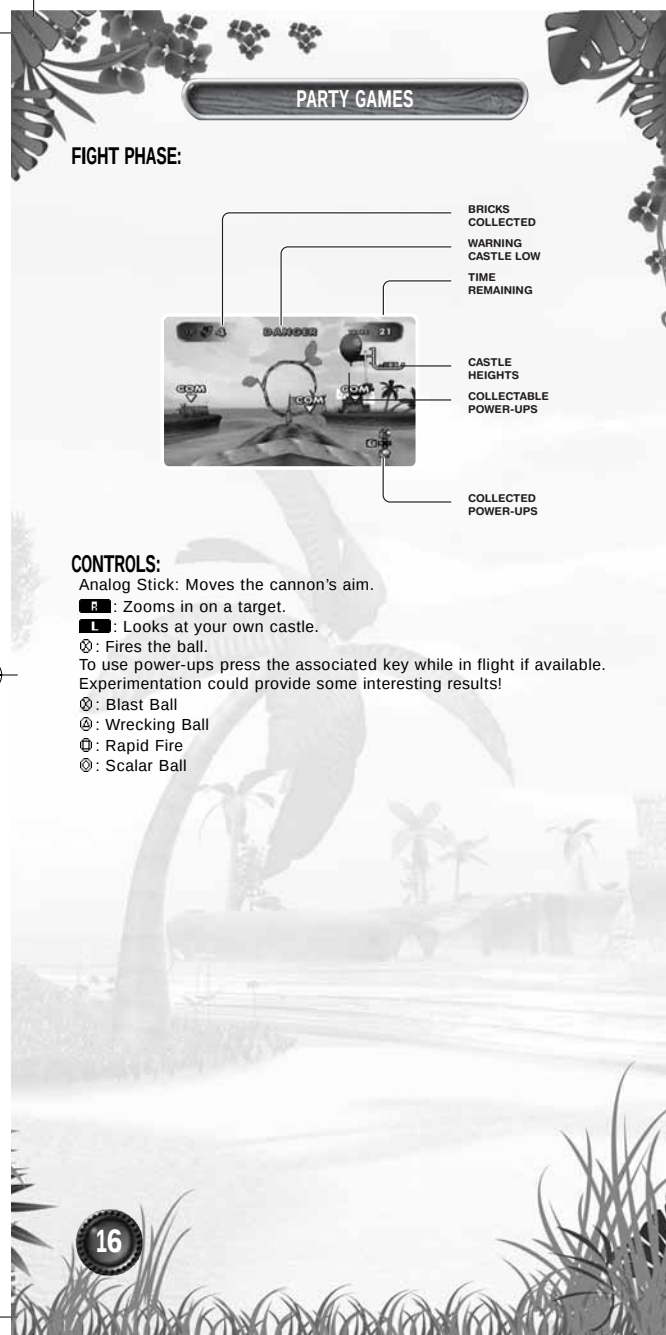
-  **Blast Ball:** This sends out a blast range that blows a big amount of the castle away.
-  **Time Warp:** This increases your firing speed while slowing down all the other players.
-  **Scalar Ball:** This makes your ball bigger so you can do more damage.
-  **Wrecking Ball:** This tethers the ball to the flag of another castle, bumping into it and causing damage.

Defensive Power-Ups:

These can be won by knocking them off from opponents' castles, or collecting them from balloons that fall from the sky. All of the defensive bricks deplete over time.

-  **Steel Bricks:** These reinforce your castle making it harder to destroy.
-  **Fan Bricks:** Blows away incoming balls diverting them from their path.
-  **Boxing Ball Bricks:** These punch away any balls that come near.
-  **Force Field Bricks:** These guard areas of your castle.
-  **Spikey Bricks:** Any ball hitting these bricks will become stuck for a certain period. Wiggling will help release them.

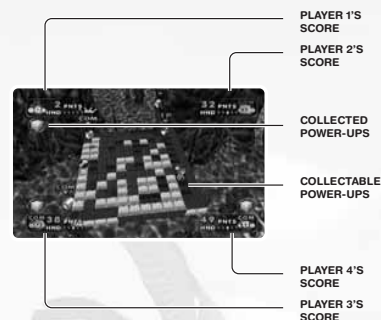
These bricks are placed during the Fortify Phase.



PARTY GAMES

MONKEY BOUNCE 1-4 PLAYERS

A rubbery monkey challenge! Bounce along with up to four opponents as you attempt to turn game squares into your color. The winner is the one with the most squares!

**GAME SETUP:**

You can choose the following settings:

Number of rounds: The number of rounds you will play.

Player 3 - 4 handicap: This applies a handicap to the player.

POWER-UPS:

- Repel:** All the other players are repelled from your ball.
- Scalar Ball:** Increases your ball, making it possible to land on more squares.
- Shrink Ball:** Decreases your opponents' balls, making it easier for you to push them around.
- Shockwave:** Ripples all the panels.
- Freeze:** All opponents are frozen where they are.
- Bomb:** A 3x3 area of the grid explodes.
- Swap:** This cursed power-up will cause all your colors to change into the color of the opponent's color you land on.

PARTY GAMES

MONKEY BOUNCE CONTROLS:

Analog Stick: Moves the bouncing ball round the level.

START button: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the Main Menu.

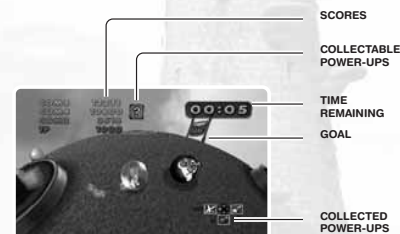
MONKEY TAG 1-4 PLAYERS

Roll around a huge globe, collecting balloons and passing through goals in a ball game like no other!

GAME MODES:

Balloon Burglar: In this game you have to pick up or steal balloons and get them to the goal before they are stolen from you by one of your opponents.

Balloon Bump: In this game you have to get as many good balloons as possible without picking up the bad balloons.

**GAME SETUP**

You can choose the following settings:

Number of Rounds: The amount of rounds you will play.

Player 3 - 4 handicap: This applies a handicap to the player.

POWER-UPS:

You get power-ups by running over the power-up boxes.

- Banana Blast:** Fire bananas at opponents. A direct hit will cause them to release any balloons they are holding.
- Bowling Bomb:** Roll bombs towards opponents. Once a Bowling Bomb explodes it will damage all players within a small radius and cause them to drop any balloons they are holding.
- Boost:** Temporary increase of speed to escape pursuers or catch up with those holding the balloons.

PARTY GAMES

CONTROLS:

Analog Stick: Makes you move around the level.

⬇️: Uses Banana Blast if available.

⬅️: Uses Bowling Bomber if available.

⬆️: Uses Boost if available.

START button: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

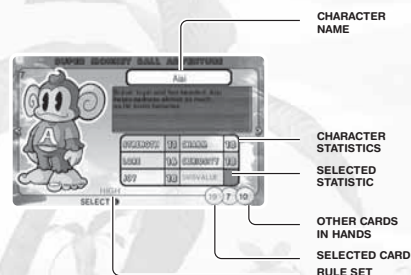
Options: Change the game options here.

Quit Game: Exit to the front end menu.

MONKEY TRUMPS 1-4 PLAYERS

This game is a network game that involves the cards collected from the kingdoms that state the attributes of each of the characters you meet along the way. You must collect at least ten cards from the Adventure Realm before you will be able to play.

All players start with a set number of playing cards each and the aim of the game is for one person to get all of them.

**GAME MODES:**

Chief Chimps: This is a classical trump game, where one person picks the attribute of their chosen card. If this attribute trumps all other opponents (is either higher or lower dependent on the rule set), they win the card and add it to their deck. If an opponents card beats theirs, the opponent gets the chosen card to add to his deck. Also they then become the controlling player. This goes on until one person has all the cards in their deck.

Monkey Mayhem: In this version the top cards are each assigned to a different attribute, and these are then compared with opponents' attributes. For each attribute, whoever has the best card wins opponents' card. If one person has less than six cards they have to pick which of their cards they use for each attribute. Attributes with no card assigned will count as a loss. This goes on until one person has all the cards in their deck.

PARTY GAMES

GAME SETUP:

When hosting the game, you can choose from the following options:

Number of players: Choose from two to four players.

Deck: If playing Knockout, you continue until one person has won all the cards. When playing Exhaust, you play through the deck once and the winner is the person who has won the most cards.

Call: This is the Rule Set and dictates what attribute wins. For example, if you play with the call set to high, the person with the highest selected attribute wins. This can also be set to random making the call change randomly between high and low (this is the only option available for Monkey Mayhem).

Hand Size: Sets the number of cards you get to pick from.

Ante: Play for keeps - if you lose, your card will go to the other player(s).

Stack Size: The number of cards the player starts off with in their hand.

Last Card: If you have one card left you get to select the attribute (only applicable in Chief Chimps).

Also there are options to view and swap cards in the Options and game mode sections respectively.

CONTROLS:

Analog Stick: Scroll between cards.

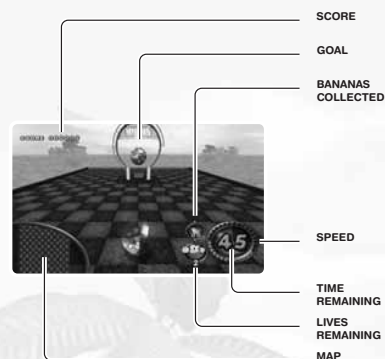
⬇️: Selects card and attribute

START button: Gives you the option to quit, ending the game.

CHALLENGE MODE

Challenge Mode is the ultimate test of your monkey ball abilities. You must complete the Puzzle Realm levels before the time runs out. If the time runs out or you "Fall out" of the stage you will lose a life. Once all lives have been lost it will be game over.

Collecting 100 bananas in this mode will give you an extra life. Your time, number of bananas, and score will be recorded for each level.



PUZZLE REALM CONTROLS:

Analog Stick: Moves the player around the level.

START button: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

Options: Change the sound options here.

Quit Game: Exit to the Main Menu.

OPTIONS

When selecting options from the front end, the following features are available.

RANKINGS:

Here you can check all your highscores and best times.

GAME DATA:

Here you can move your saves to and from PlayStation®2.

VIEW TRUMPS:

Here you can view all the trump cards you have collected.

SYSTEM OPTIONS:

Here you can save and load System Data, and turn autosave on and off.

SOUND:

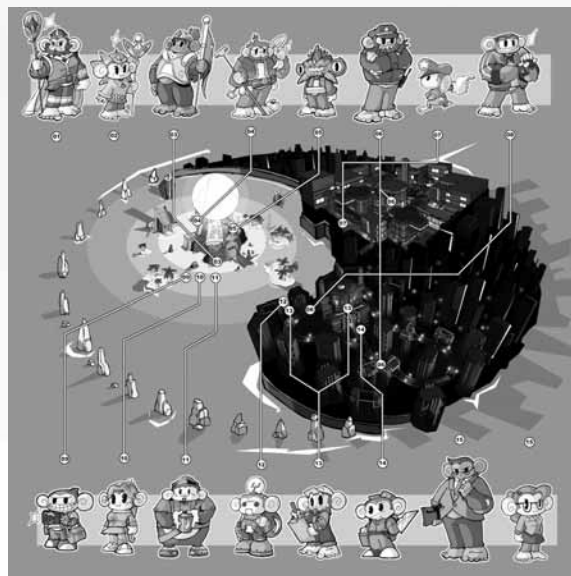
Effects Volume: Here you can change the volume of the effects, from 0 to 10.

Music Volume: Here you can change the volume of the music, from 0 to 10.

Output Type: Here you can select whether to output the sound in Mono or Stereo.

ISLAND DIAGRAMS

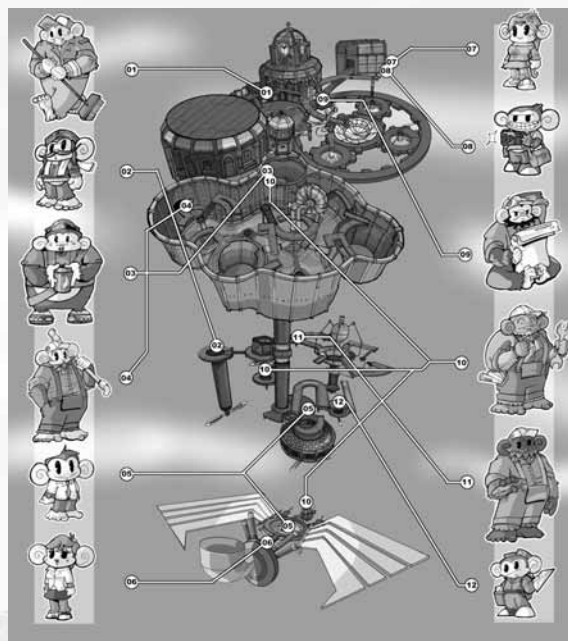
MONKITROPOLIS



- 1 King Kon-kon
- 2 Queen Cha-cha
- 3 Help the guard stop the Robochimps
- 4 Digdig needs his plants watered
- 5 Assist Jeck-jeck with the noise towers
- 6 NeeNAW needs to stop the monster invasion
- 7 Aid NikNIK in releasing the pressure from the noise factory outlets
- 8 Do you want to join VinVIN's gang?
- 9 Sisi
- 10 Paipai
- 11 Makmak
- 12 Help Bran'ran launch TokTOK's to harvest precious bananas
- 13 Optimize the factories' sound output with Bran'ran
- 14 Pospos
- 15 King MonMON
- 16 Queen FeeFEE

ISLAND DIAGRAMS

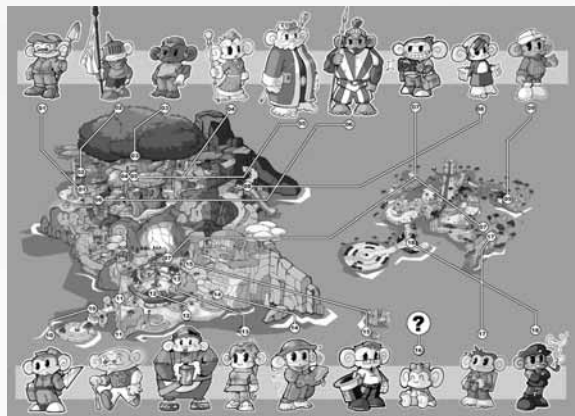
MOONHAVEN



- 1 Mo d'Mo is in a sticky situation and has too much work to do
- 2 Help Captain Si'mian with his next expedition
- 3 Makmak
- 4 Engineer Wu'wu can't free the water pumps
- 5 Eee'hee has great ideas on how to repair the angry automatons
- 6 Ch'chi needs help freeing the children on her tour
- 7 Paipai
- 8 Sisi
- 9 Ru'tus can't find a way of making the machines work
- 10 Bo'bo needs help to make all the automatons function
- 11 Flam'lam can't light the fire automaton
- 12 Popo

ISLAND DIAGRAMS

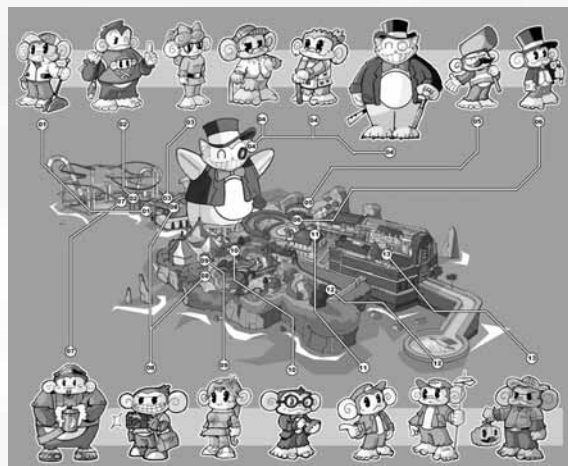
JUNGLE ISLAND



- 1 Help Dugdug maintain the royal garden's flowers
- 2 Sleeping guards
- 3 Bongbong cannot wait to let everyone know about the big day
- 4 Queen Jenjen
- 5 King Junjun needs you to get to the bottom of all this trouble
- 6 Gargar needs to give his troops a wake up call
- 7 Sisi
- 8 Mermer can't let her husband Perper go hungry
- 9 Keikei and his brother Perper need to keep the lighthouse alight
- 10 Popo
- 11 Help Papa do the weeding
- 12 Makmak
- 13 Paipai
- 14 Owow's bees are gone, without them there will be no honey for the bananas
- 15 Help Dada locate his precious Tootoot
- 16 Tootoot
- 17 Assist Cawcaw with his research
- 18 Perper

ISLAND DIAGRAMS

ZOOTOPIA



- 1 Whe d'Whe needs help with the rollercoaster
- 2 You think you can beat Boomboom's machine?
- 3 Sumsum's lost her pupils
- 4 The people behind the park, Pa d'Kee, Ma d'Kee and the famous Fatcat
- 5 Po d'Pow is the strongest, it would take a big monkey to beat him
- 6 Roll up, roll up. See Duv d'Duv's magical show
- 7 Makmak
- 8 Sisi
- 9 Paipai
- 10 Ale'wat wants balloons!
- 11 Ko d'Ko needs help rescuing the guests
- 12 Jo d'Jo has too much litter to clear and not enough time
- 13 Cre d'Pee needs you to help his fellow workers

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Associate Producer - Martin Hunter Caplan

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QA Manager - Deni Skeens

Supervisor - Josh Morton

QA Project Lead - Lee Frohman

Core Testers - Mike Baldwin/Ryan Jones/
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Testers - Chad Ginsburg/Sandra Lew/
Cliff Anderson/Stephen Akana/Mike Daglow/
Don Patterson/Catherine Klioff/Kyle Uberman/
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Director of Brand Marketing - Rick Naylor

Senior Product Marketing Manager -
Erica Mason

PR Manager - Denny Chiu

Creative Services - Jen Groeling

Production Specialist - Heather Lucchetti

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TRAVELLER'S TALES - OXFORD

Studio Manager - Steve Riding

Producer - Graeme Monk

Creative Director - Paul Gardner

Design Manager - Neall Jones

Design & Scripting - Mark Kevern/Alex
Waterston/Simon Forster

Concept Art - Keith Webb/Tim Webster

Lead Animator - Nicola Cavalla

Animators - James Clark/Michael Ryan

Art Manager - Dave Walsh

Senior Artists - Jaqui Bursnal/Girish

Mekwan/Jason Millson/Graham Rice

Artists - Chris Abedelmassieh/Allison Best/Paul
Boulden/Simon Forster

Lead Tools Programmer - James Boulton

Senior Programmers - Ben Clark/Ian

Moir/Kevin Pimm/Dave Pollard

Programmers - Matt Lewis/Jonathan
Stoller/Kazimir Wanelik

Sound & Music - 2db/Octagon Music/Simon
Forster

TRAVELLER'S TALES - KNUTSFORD

Programming Support - David

Connell/Alistair Crowe/Ralph Ferneyhough/Tom
Heath/Roland Houghs/Alan Murta

With Thanks...

Scott Evans/John Evripiotis/Juan Garcia
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CREDITS

SEGA EUROPE LIMITED STAFF CREDITS

CEO - Naoya Tsurumi

President/COO - Mike Hayes

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Stevens

Head of Development Services - Mark Le
Breton

Localization Manager - Marta Lois
Gonzalez

Localization Coordinator

Giuseppe Rizzo

Localization Team

Brigitte Nadesan/Daniela Kaynert

QA Supervisors - Marlon Grant/Stuart

Arrowsmith

Mastering Technicians - John Hegarty/Jigar
Patel

QA Project Team Lead - Julie Metior

QA Assistant Team Lead - Renée Teloka

QA Testers - Caroline Walker/Qasim

Rajah/Tom Drake/Luca Marini/James

Froggatt/Yusuf Ibrahim/Sandeep Patel/Norbert

Haubner/Barnaby Gillett/Paul Sedgmore/Sacha

Allari/Jamie Joseph/Lee Wright/Sam

Berhan/Oghenekeke Unude/Richard

Haw/Gabriel Ralls/Will Okwousa/Nathan

Hanson /Peter Leung/Sam Ogunwe/Digby

Murray/Man Lung Cheung/Shawn

Leach/Imonena Unude/Stephen Morrison

Standards Co-ordinators - Mohammed
Ajaib/Ben Andac

Standards Testers - Rob Jenkins/Aaron

Wright/Imran Yusuf/Ibrahim Bhatti/Nicky

Kotze/Mike Hanley/Ali Hassan/Shiva Allari

Language Team Lead - Jean-Baptiste

Bagot/Sven Wittmaack/Maria Paolo Chironi

Language Testers - Javier Vidal/Hugo

Sieiro/Giovanni De Caro/Antonio

Catanese/Carole Kunzelmann/Jaron

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